

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

GEAR

WEAPON. You use Standard Weapons. What do you turn to when you absolutely must get your hands dirty? Choose one:

- Diamond-Tipped Knife. (use Aim, +1 die when undetected [1/Scene])
- Solid Gold Handgun. (use Aim, +1 die when close [1/Scene])
- Taser. (use Aim, +1 die against people [1/Scene])

HISTORY

MY WEALTH IS FROM... How'd you earn your millions?

Choose one:

- My family has billions. I have a trust fund.
- I'm a tech entrepreneur.
- I made a couple of lucky investments.
- \_\_\_\_\_

HISTORY

MONEY CAN'T BUY. What do you want that you simply can't buy? Choose one:

- TRUE FRIENDS. Once someone knows how much I'm worth, they can't be trusted.
- TALENT. Despite countless private lessons, I've never been particularly graceful.
- TIME. The doctors say I don't have long.
- \_\_\_\_\_

LINE OF CREDIT.

You gain +2 dice to a Buy roll. These dice can exceed the maximum of five. (1/Session)

MY ASSISTANT.

They would never abandon you. Who are they?

# BLOOD ON THE LENS

## FINANCIER

You've got money and know how to throw it around. Maybe you inherited a fortune, made a few smart investments, or have a profitable business. You can solve any problem with a dollar sign, but what happens when you need something that can't be bought?

MOTIVE

FEAR

NOTES

PRONOUNS: /

ACTION

Throw your money around.

You can use this Action three times each session.

Typical Effects:

- Make a big purchase
- Hire someone for a day
- Impress someone

NEW ACTION:  
BUY

Big Effects (When you roll two or more 5s or 6s):

- Buy something that isn't normally for sale
- Bribe someone

IT'S ON ME. Pick another player. You buy them dinner or a gift, gaining their favor. That player can gain Advantage (+2 Dice) on a roll. (1/Session)

I'M CALLING MY LAWYER. You gain +2 dice to a Convince roll. These dice can exceed the maximum of five. (1/Session)

FIGURE SOMETHING OUT. In a Life-or-Death scene, you can use your turn to assist an ally that is Close. You grant Advantage (+2 dice) to the next Action roll made by that ally.

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

BUY

### CREATING A FINANCIER

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

### LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

